

Saints Row - The Third (Switch): Saints Row - The Third (Switch) Patch Notes

1.1.4

-

We are pleased to announce the launch of the patch for Saints Row®: The Third™ – The Full Package on Nintendo Switch™. This update will fix major issues while adding Aim Assist and Dynamic Resolution to the game. See below for the full patch notes:

NEW FEATURES

Dynamic Resolution:

Dynamic resolution has been added to ensure smooth performance by reducing resolution when necessary – as standard in handheld mode, players can expect between 720p and 480p, and in docked mode 1080p and 720p. This feature can be disabled by players if they wish.

Aim Assist:

Aim assist has also been added to enhance player experience.

Auto rotation: if the crosshair is close enough to an enemy in hipfire mode, it will snap on to the enemy upon aiming down sight (Button: ZL)

Slow down: when the player is aiming down sight and the cross hair is moving across an enemy, the camera will slow down to assist the player in staying on target.

This feature can be disabled in the “options” menu at any time if players wish.

FIXES

Graphical fixes:

- removed transparent artefacts on screen.

Controls:

- Fixed diagonal analogue stick directional issues.
- Increased the highest controller sensitivity, players can now choose a sensitivity from 0 to 100.
- Increased aim acceleration.
- Made controls more responsive.

Menus:

- fixed issue where menus would stop responding, forcing the player to restart the game.

In addition to the fixes outlined above, we want to assure players that there are some fixes still in development, and we will have more news on those soon.

IN PROGRESS

Sound issues:

- Fixing sound/music issues when player moves their weapons.

Gyro Aiming:

- We are looking to add Gyro Aiming features using the Nintendo Switch™ Joy-Con™ Controllers.

Saints Row - The Third (Switch): Saints Row - The Third (Switch) Patch Notes

1.1.3

Features:

- adds auto-matchmaking feature from NEX
- added low resolution particle rendering (performance update)
- credits update (icons & names)
- desync audio is fixed after suspending the game and returning

Fixes:

- user confirmation popup to reconnect to Nintendo Switch Online after connection loss
- fixed NX auto matchmaking for public game play
- fixed DLC Russian & Japanese localization
- fixed International & Japanese subtitles
- crash fix: forced termination may occur after selecting "End game" on the pose screen
- subtitle fixed (subtitles for female character)
- fixed an infinite loading bug

Unique solution ID: #1174

Author: Deep Silver FAQs

Last update: 2019-11-15 11:44